
Title: Elemental Daemon Spell

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This powerful and unique spell was first devised by Yrac Romuru, a solitary Wizard whose home was located in the Eastern swamp lands which are now part of Britain, roughly 600 years ago. A noted Elemental Mage, he habitually used summoned Elementals to act as servants and soldiers - they were cheaper, more reliable and easier to acquire than human or humanoid servants. The difficulty of maintaining them safely (and permanently) on this Plane, however, was one to which he devoted much time, eventually arriving at an elegant solution; by encasing an Elemental in mortal-seeming flesh, he could create a servant of far greater usefulness. Casting Elemental Embodiment requires the Mage to build a summoning-chamber - if a suitable room is not already available in his/her stronghold or tower - and to carve and inlay a permanent Binding Circle (a pentagram is most usual, but other configurations are possible) in the centre of the floor. The inlay, which must be inserted into grooves at least 1" deep, varies depending on the type of Elemental to be summoned; marble for Earth, red gold for Fire, white gold for Air and

crushed sapphire for
Water - total cost for
constructing the Circle
should be approximately
10,000 gp.

If the spell succeeds, the
Elemental is bound into a
human or humanoid
semblance, according to
the will and imagination
of the caster. This form
may be male, female,
young, old, human, Elf,
Dwarf, Goblin - whatever
the caster chooses. Once
chosen, this shape cannot
change, although additional
forms may be applied to
the same Elemental by
successive castings of
Elemental Embodiment -
an Elemental with multiple
forms can switch between
them at (its masters)
will. These subsequent
castings do not involve a
battle of wills, requiring
only that the target
stand within the Circle
while the spell is cast.
An Embodied Elemental
("Embele" is the usual
diminutive, although
"Daemon" is often
[inaccurately] used, since
it sounds more
impressive) is effectively
a new species of being; it
is no longer considered a
"summoned" creature, since
it now dwells almost
entirely on the Prime
Plane, although Unsummon
spells can still banish it.